

SEGA™

EIDOS

INTERACTIVE



TOMB

RAIDER™

SEGA SATURN™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-7910H

WARNING: READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ SATURN™ System.

TOMB RAIDER

CONTENTS

Setting Up	2
In-Game Controls	3
Introduction	4
Menu Ring Controls	4
Starting the Game	5
Actions	6
Swimming	7
Attacking	8
In Game Menu Rings	9
Eidos Interactive Hint Line	11
Credits	11

SETTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Tomb Raider disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

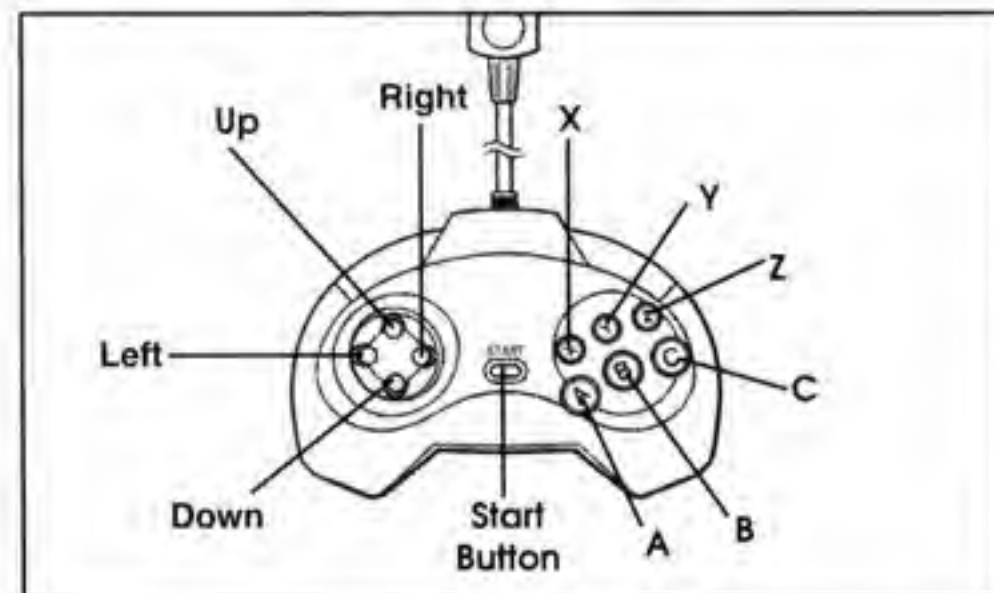


Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



IN-GAME CONTROLS

(Defaults)



Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left
Button A	Jump
Button B	Action
Button C	Draw/Holster Weapon
Right Paddle	Forward Roll
Left Paddle	Walk (when used with D-pad up or down)
Button X	Side Step Left
Button Y	Look (use with D-pad)
Button Z	Side Step Right
Start	Pause/Unpause, while displaying the Menu Rings

INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realized that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilizations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.



MENU RING CONTROLS

Use Up and Down on the D-pad and Button A or C to select a particular item. The Start Button quits the FMV, and Demo Mode.

Use Right and Left on the D-pad to toggle through individual category options.

Pressing Button B within the Menu screens takes you back to the previous screen until you arrive back at the Title Screen.

STARTING THE GAME

Following a short introductory FMV sequence you will be presented with the Title Screen. Pressing the Start Button will start the game and display the:

Passport - main game options

The passport allows you to start a new game, load a previously saved game or quit.

Press Button A or C and the passport will flip open.



1. **Load Game:** Pressing right and left flips you through the pages of the passport. The first page allows you to choose and load a previously saved game.

2. **Start Game:** This page will start a new game.

3. **Exit To Title:** This page of the passport quits the game, and exits back to the Title Screen (in-game option only).

4. **Restart Level:** Restarts the current level from the beginning (in-game option only).

Snapshot - Lara's Home.

- Choose the Snapshot to access the interactive training level. Lara will explain how the game controls work.
- To exit the Gym press the Start Button and use the exit options within the Passport, or complete the training exercises.



Flashlight - Gamma.

The flashlight allows you to change the brightness level of the game screen on your TV.

Use the D-pad and press Button A or C to select.



SATURN Game Pad - Control configuration

Press up and down on the D-pad to scroll through the three pre-set control configurations, press Button A or C to select.

ACTIONS

Running

Pressing Up moves Lara forward at a running pace. Pressing Down makes Lara jump back a short distance. Pressing Left or Right turns Lara Left or Right.

Walking

By pressing the walk button in conjunction with Up or Down on the D-pad Lara can carefully walk forwards or backwards. While the walk button is held down, Lara will not fall off any edge. If you walk up to an edge, Lara will automatically stop.

Side Steps

Side Step Left and Right buttons do exactly as you might imagine.

Roll

Selecting Roll will make Lara dive forward, and finish up facing the opposite direction.

Jumping

Lara can jump in any direction to evade her enemies. Press the jump button and Lara will jump straight up into the air. If you press a direction immediately after pressing jump, Lara will jump in that direction.

NOTE: By jumping straight up while holding the Action Button, Lara can "inch" her way forwards and grab those tricky ledges.

Grabbing hold

If Lara is near to a ledge while she is jumping, pressing and holding the action button will allow her to grab the ledge in front of her and hang there. Press Left or Right, and Lara will shimmy sideways. Pressing Up will make Lara climb up to the level above. Let go of action and Lara will drop.

Climbing

If Lara is faced with an obstacle that she can climb over, pressing forward and action will make her vault onto it.

Picking objects up

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press the action button and she will pick it up.

Using switches

Position Lara so that the switch is in front of her. Press the action button and she will use it.

Using Puzzle Items/Keys

Position Lara so that the object receptor is in front of her. Press the action button and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing action again will use it.

Pushing/Pulling Objects

Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold the Action Button. Lara will get into her ready stance. Once she is ready, press down to pull the block, and up to push it.

Looking around

Pressing the look button will bring the camera directly behind Lara, from wherever the camera is currently facing. With the look button held down, the direction buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing the look button on its own will show you the exact direction she is facing.)

SWIMMING

Underwater

If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes. If she is still underwater after the air meter runs out, she will take damage until she drowns.

Pressing Up, Down, Left or Right makes Lara rotate in that direction. Pressing and holding Jump makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can, then press and hold the Action button.

Swimming on the surface

Left and Right will rotate her. Up and down make her swim forward and backward. You can also use the side step actions to swim Left or Right when Lara is on the surface.

Pressing jump will make Lara dive under the surface again, pressing action and up when Lara is close to an edge will make her climb out.

Diving

To dive, preferably into water, simply hold the Walk button, press the Jump button, and immediately press Up on the D-pad. This move has no real advantage over jumping into the water other than it looks great!



ATTACKING

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press draw and Lara will draw her guns. If Lara sees something she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing action while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target

indefinitely while the action button is held down, regardless of whether or not Lara is able to hit the target.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the proper direction.

If you want to shoot a different enemy, simply let go of action, and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands.

IN GAME MENU RINGS

While in-game pressing start will display the Menu Rings. Press Left and Right to rotate the menu ring. Press Button A or C to use or select the highlighted item.

Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available).

1.Inventory Ring



Compass

Select Compass to display the direction in which you are facing.



Weapons

The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press Button A or C. You can also see how much ammo is available for the extra weapons by pressing Start.

**Small Medi Pack**

Using a small medi pack will restore 50% of Lara's health.

**Large Medi Pack**

Using a large medi pack will fully restore Lara's health.

2. Items Ring

Lara will find some objects that may be useful in solving puzzles, and if collected this is where they are stored.

3. Option Ring—Refer to "Starting the Game"

Passport

Here the three options open to you are: Load Game (previously saved game or level), Restart Level or Exit to Title (screen).

Flashlight

The flashlight allows you to change the brightness level of the game screen on your TV.

Save Game

Collecting a Save Game Beacon, a revolving diamond, by picking it up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here. If you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

Load Game

To load a previously saved game, proceed to the Menu Ring. Select the Passport and choose Load Game, then select the game you wish

to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

Statistics Screen

At the end of each level you are presented with a Statistics screen, in which you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%

If you die in-game you will be presented with the Passport Screen. Here you will be given the opportunity to Load Game (previously saved game), Restart Level or Exit to Title screen.

EIDOS INTERACTIVE HINT LINE

1-900-77-EIDOS

Cost of Call \$0.95/minute/Must be 18 years or have Parent's Permission/Touch-Tone Phone Required.

CREDITS

FOR CORE DESIGN, LTD**Programmers**

Jason Gosling, Paul Douglas, Gavin Rummery

Graphic Artists

Toby Gard, Heather Gibson, Neal Boyd

Additional Programming

Derek Leigh-Gilchrist, Andrew Howe, Mansoor Nusrat

Additional Artwork

Lee Pullen, Peter Barnard, Stuart Atkinson, Dave Pate

Music

Nathan McCree

Sound Effects

Martin Iveson

Original Concept

Toby Gard

Executive Producer

Jeremy H. Smith

FOR EIDOS INTERACTIVE

Producer

Mike Schmit

QA

Frank Hom, Tom Marx, Matt Miller, Brian Schorr, James Poole
Phil Gelber, Phil Baker, Press Gabrillo, M.R. Kelly, Mike McHale

Marketing Support

Paul Baldwin, Gary Keith, Sutton Trout
Lee Wilkinson, Kelly Zavislak

Special Thanks

Ann Cuadra, Charlette Grate, Bozz, Dominic Wheatley,
Jo-Kathryn Unterkircher, Joe O'Donnell, John Kavanagh, Karl Hess,
Mike McGarvey, Monique Collins, Paul Mainard, Sandy Jamison,
Steve Goebel, Susan Boshkoff, Kim Gishler

Extra Special Thanks

Adrian & Jeremy Smith, Troy Horton, Mark Price
Ken Lockley, Andrew Thompson, Alex Joseph, and everyone else at
Core Design for putting up with my daily barrage of phone calls and
faxes!

Eidos Interactive, LIMITED WARRANTY

Eidos Interactive warrants to the original purchaser that this Eidos Interactive disk is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Eidos Interactive disk is sold "as is" without expressed or implied warranty of any kind, and Eidos Interactive is not liable for any losses or damages of any kind resulting from use of this program. Eidos Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Eidos Interactive disk, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the Eidos Interactive disk has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Eidos Interactive. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Eidos Interactive be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disk.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Our **HELP** Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00 am to 5:00 pm Pacific Time.

Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076;
Europe No. 80244; Canada Nos. 1,183,276/1,082,351;
Hong Kong No. 88-4302; Germany No. 2,609,826;
Singapore No. 88-155; U.K. No. 1,535,999;
France No. 1,607,029; Japan No. 1,632,396